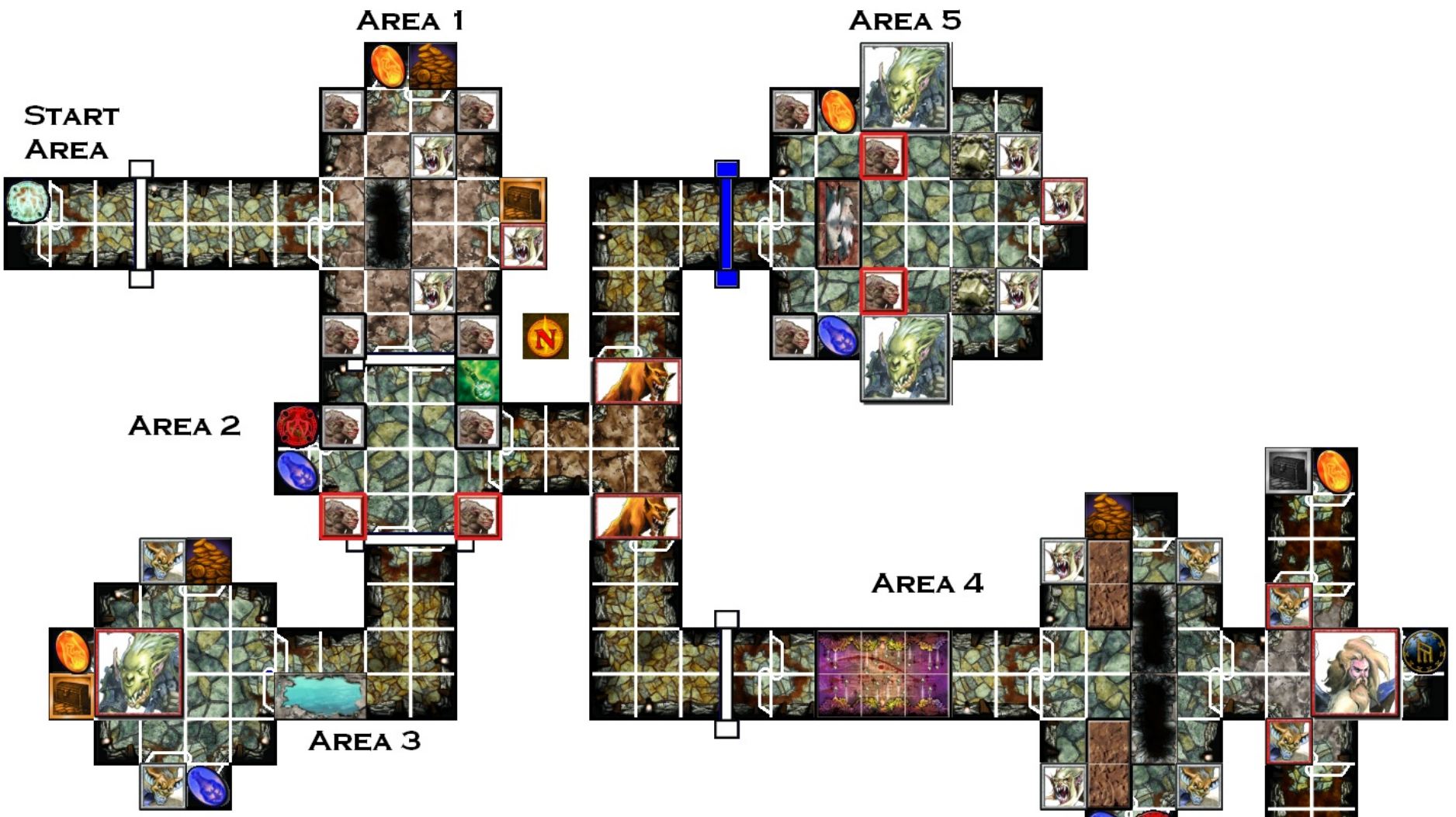

Chests
Copper 1 2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2 2 Curse, 100 Coins, 1 Copper Treasure
Copper 3 1 Conquest Token, 3 Curse, 2 Copper Treasures

Silver 1 2 Conquest Tokens, 200 Coins 1 Silver Treasure
Silver 2 2 Curse, 100 Coins, 1 Silver Treasure
Silver 3 3 Curse, 2 Silver Treasures

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Tribe of the Beast

By Jason Newell

Scenario Background

For many moons now, the village of Garrick's Crossing has been plagued by vicious attacks. First it was only their livestock that was being slaughtered, but as they ran out of cows and sheep, the villagers themselves became targets. These attacks are being perpetrated by a tribe of beastmen living in the rocky hills Southwest of the villiage. The leader of the tribe is a hulking brute of a beastman called Longfang the Cruel. The villiagers have gathered together what meagre monies they can, and have asked you earnestly to save them from the scourge of Longfang and his savage brethren. A lone goatherd offers to lead you into the hills to Longfang's cavern hideout. Girding yourselves for combat, you set forth into the hills.

Mission Goals

Bones are scattered across the mouth of the cavern, and the eyeless heads of former villagers stare at you from the crude stakes they have been thrust upon. Lighting your torches you descent into the dark cavern. Your goals are to descend into the caverns and kill Longfang the Cruel. If you re able to reactivate some of the ancient glyphs of transport, all the better. You begin with 5 conquest tokens, and if you lose all conquest tokens, then Longfang will have triumphed over you.

Area 1

Your arrival seems to have been expected, as out of the gloom before you comes a bloodthirsty howl. Milling around a stake-filled pit, the bestial minions of Longfang flex there claws anxiously as they rush to strike.

Area 2

This small, pelt strewn chamber houses a small band of Kobolds. As they see you approach, one of the larger ones squeaks "Call the dogs! Call the dogs!".
Another gives a high pitched whistle, which is answered by unearthly baying from the eastern passage.

Area 3

The steady drip-drip-drip of water from the ceiling into a deep pool is all you hear as you enter this area. But suddenly a deep throaty roar errupts from the shadows as a great hulking brute lumbers towards you.

Area 4

At the end of this long chamber you can see a large leonine shape looking towards you. It chuckles before it speaks.
"I am guardian of the way. You will not threaten the master. Fight if you dare, but your pitiful quest will end here."
The "guardian" laughs again as his beast cohorts move in for the kill.

Area 5

Furs, pelts and flayed skins adorn the walls of this chamber. Kobolds in scruffy, tattered robes haul slabs of meat and random body parts to the centre of the chamber, tossing them into a set of grinding metal blades, then carry them off for consumption. They scatter as they see you enter. Hulking fur-clad ogres step forward, and, rising from his throne of hides and bones, Longfang the Cruel glares at you with his one remaining blood red eye. A gutteral snarl escapes his lips:
"Kill them! I want their flesh!"
Here, the fate of Garrick's Crossing and all its people will be decided, as you move to battle Longfang and his vicious bodyguard.

The Master Beastman in this area is Longfang the Cruel. He is the same as a normal master beastman except he has an extra 15 wounds, an armour of 7, Pierce 3 and may make two attacks each turn.
The normal beastmen are his bodyguards, who each have double the wounds and armour of a normal beastman.

If Longfang is killed:

As the final blow is struck, Longfand emits a wailing howl, sinks to his knees, and topples over. A look of fear appears on the faces of his remaining minions as they turn and flee into the dark. Longfang's reign of terror and butchery has ended. You return to Garrick's crossing as heroes. They will be singing your praises for many years to come.

The characters receive 4 Conquest Tokens for killing Longfang and have finished their quest.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.